SW Engineering CSC648/848
Pawster
Dog meeting app
Section 01 Team 5 - Pawster
Milestone 3
April 21st, 2022
Number of students present: 6

Name:	Role:	Progress:
Sina Pourdehmobed	Group Leader	
John Paul Apolinar	Backend Lead	
Jonathan Chen	Frontend Lead	
Haozhan Li	Scrum Master	
Umar Rama	Backend Lead	
Henry Lam	Github Master	

Appendix I - Instructor's comments on UI
Appendix I - Instructor's comments on functionality for your demo

Green= Completed
Red= In progress

Appendix I – Rubrics and checklist for Part 1 Milestone 3 review: Project Status and UI Review.
Use modification of this for M3 summary

Section: 01   Team: 5 - Pawster   Date: 04/21/2022 - Thursday
Number of students present: 6

1.   *UI and functionality feedback (P1 functions only)*

During the meeting, students will demonstrate to run your SW from deployment server:
- Test 5~6 P1 features
- Show UI and usability: adherence to the feedback on UI mockup at M2, layout, flow, clarity,

functionality etc.

Instructor will
- Check functionality and record issues/observe bugs
- Share comments on key UI implementation
- Verify enough WWW pages are implemented and connected
- Verify Performance of web page

Students must record a meeting summary (use a scribe and Appendix I as template. Keep track of institutor's comments). Then the team should meet to analyze feedback, prioritize and revise and plan to implement changes accordingly. Also, immediately after the review the team must finalize the P1 set of features and focus only on those from then on.

- Instructor's comments on functionality for your demo (should be filled after your demo on M3)
    - *Display a separate page to show all the saved matches of a user(pet).*
    - *The cards showing other users do not get displayed when swiping right or left to match (Fix it).*
    - *Fix the chat bug of the avatar not showing.*
- Instructor's comments on UI (should be filled after your demo on M3)
    - *Fix the pet gender in the register page (from man/woman to male/female) and remove the other option.*
    - *Add a button in the home page which leads to the about page. The about page should have the similar design as the website.*
    - *Fix other minor bugs in the website.*

1. *List of P1 features committed for delivery– write down the items before the demo and verbally explain it during the meeting if time is allowed*
    - *Swiping feature*
        - *Ability to swipe left or right on a user "card" that contains an image, possibly a small blurb as well as a photo of their pet to be identified with.*
    - *Match/Unmatch feature*
        - *Feature that matches two users who swipe right to "like" each other, pairing them together and putting them in an instant chat room together to share information relating to having a pet playdate.*
    - *Multiple Pet Type Support*

- - *Support for more than two types of pets aside from Dogs and Cats is a planned feature.*
  - *Live Chat*
    - *Ability to instantly live chat with any user that they have matched with to organize playdates.*

Please <mark>show the list of P1 features</mark> you are going to commit for the project. Once you set these at M3, you can not change during the rest of the semester.

1. *Project status – <u>write down the items before the demo</u> and verbally explain it during the meeting if time is allowed*
   a. *Teamwork*: is the team working out, any related issues. (important)
      i. The status of scrum meeting

It is important for all members to participate in most activities (80-90%).

For the status of meeting our group members basically have two meetings each week. Usually, we discuss the task, progress of the project and what to do moving forward. We assigned tasks to each member and had them finished before the due date. So, we don't discuss what issues we meet in meetings because we put every issue on the discord channel we have. Therefore, we can compare with others, and also it is easy to get help from other people.

To ensure that our team continues to progress in establishing effective teamwork, our team will continue to practice good judgements and procedures on a regular basis in establishing our desired qualities of team performance. The qualities include; practicing active communication, consistent and efficient productivity, and producing effective results in our projects.

We will be able continue to achieve our desired target qualities in maintaining the effectiveness of our team productivity through mindful habits such as setting up at least 2 meetings at a weekly basis to ensure that everyone in the team has a clear and solidified understanding of the current objective of our project as well as the long term desired goal we are all striving to achieve.

We have established a variety of Channels in our discord server to provide more flexibility for our teammates to post their messages and/or materials through a specified context as

well as improve the quality of life of the platform we are working alongside. In order to sustain a stable and consistent workflow, our team has set up a rule of strictly creating any code changes on Github strictly in the form of pull requests in our respectively assigned code objectives and inform other teammates of changes made in our update channel on discord in prevention of any potential interference between two or more changes that could be overwritten. We try to let each other know what part of the project we're working on to avoid merge conflicts.

b. *Risks*: all <u>actual</u> (not hypothetical) risks (schedule, technical, skills etc.) should be identified and either resolved or plans should be made to resolve them asap.

The risks we are facing which is the feature of matching. Because of some issues we need to design the match function again. We were supposed to do a support of multiple pet matching, but it was more difficult than we thought. Therefore, we have to decide to remake it or still complete it. The third way is to add a new method which may help us finish it, but it will waste more time. So, once we solve the match function, we should be good.